

# Steven Joseph

Senior Software Engineer

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I am a driven software engineer specializing in software architecture, risk management, and flexible, creative problem solving. I have strong written and verbal communication skills and have comprehensive experience across diverse technical disciplines that allow me to approach situations from unique perspectives. I've worked with many technology frameworks and programming languages, and have lead several engineering teams using common workflow methodologies (Waterfall, Agile, SCRUM). Most of all, I enjoy mentoring junior engineers and working in collaborative environments.

## Relevant Skills:

- Technical Leadership
- Mentoring & Training
- Backend & Micro Services
- API Design & Implementation
- Database Design
- System / Process Automation
- Data Analysis & Information Science
- C / C++
- C# / .NET
- Java for Backend & Android
- JavaScript (ECMA 5 – 9)
- PHP
- Python
- RDBMS Databases (SQL, MySQL)

## Work Experience:

### Karat, Inc

Senior Interview Engineer  
08/2018 - Present



- Java, C#, Python, C++, PHP, Ruby
- Noted for high-quality performance and communication
- Remote employment

Gave over 200 technical interviews to candidates for Karat's partner companies, such as PayPal, Intuit, and Pinterest which resulted in many successful hires. I was repeatedly commended for consistently stellar reviews from candidates.

### BrainCheck, Inc

Lead Engineer  
03/2018 – 06/2018



- JavaScript, Ember.js, Ruby, MySQL
- Implemented formal engineering plan and guidelines
- Restructured teams for improved communication and performance
- Remote employment (with quarterly traveling)

Dramatically increased productivity by envisioning and implementing a company-wide restructure which increased communication between teams and allowed for better milestone prioritization. Took initiative to draft and enforce a formal engineering plan to define proper engineering procedures which added features automated testing, dev-ops, and code reviews. Raised engineering and delivery standards, rewrote product-critical features to fix data corruption which had been plaguing the product since the first release, and set the rest of the team up for success by maintaining these standards.

## Analytics Fire, LLC

Team Lead & Project Manager

07/2016 – 10/2017



- Java, JavaScript, Python
- Team of three to ten members
- Communicated directly with clients
- Scheduled and prioritized milestones
- Remote employment

My teams built web sites and online applications including a single-page app for a health service company which met FDA Privacy Act regulations, and SunPower Helix, a complex blueprint and layout calculator. Improved code quality and streamlined our GitHub practices. Actively participated in programming, code reviewing, and technical mentoring.

## Cuauhtémoc University

Professor of Programming

03/2016 - 12/2016



- Video game design and implementation in C#
- Taught fundamentals of engine design, code architecture, and OOP

Under a joint effort between the Mexican *Universidad Cuauhtémoc* and the Spanish *Universitat de Barcelona*, a new program was created to teach video game design, architecture, and programming. I educated the second year programming students, focusing on algorithms, hierarchy, and basic game engine design and construction.

## HBO Code Labs, Inc

Senior Software Engineer

04/2012 – 07/2015



- JavaScript, Node.JS, Java
- Big data processing and algorithm design
- Rewrote client libraries
- Wrote backend media consumption and processing services in the cloud

Saved the CEO by developing a trade secret algorithm that allows HBO to track password-sharing accounts and accurately determine account types. Slashed maintenance costs and development time by changing the client infrastructure from many-stacks to a centralized codebase. Upgraded the content management pipeline by building an AWS cloud-based solution.

## Nintendo Software Technology

Software Engineer II

03/2009 - 03/2012



- Engine design and networking in C++
- *Mario vs. Donkey Kong 3*
- Built *Video On-Demand* Framework
- Built two clients on top of said framework: *BBC iPlayer* and *Kirby TV Channel*

I implemented the multiplayer networking code, programmed gameplay and fixed bugs for *Mario vs. Donkey Kong: Minis March Again!* I developed the Video On-Demand Framework, integrating and optimizing a new, experimental Adobe Flash player, and enabling H.264 video playback on the Wii console. I worked with the Flash development teams to help build, debug, and optimize the frontend applications for the *BBC iPlayer* and the *Kirby TV Channel*.

An-Corp Internet Services, LLC  
Chief Technical Officer  
03/2010 – Present



- JavaScript, ActionScript, PHP
- Lead small teams of developers
- Managed outsourced teams

My own private company that I use for experimental projects, to develop new technologies, or to work collaboratively with friends. We prototyped and produced over thirty game, and started up several web-based ventures in the Amazon Merchant and Bitcoin spaces.

Various Small Gaming Studios  
Programmer  
07/2006 – 02/2009



- C and C++
- Gameplay, UI systems, networking
- Worked in small teams of four to twelve engineers

Worked on gameplay, UI systems, IO, and multiplayer/networking for several games, such as *Deadliest Catch: Alaskan Storm* (XBOX 360 and PC) and *Drawn to Life* (Nintendo DS).

## Personal Projects:

### Promotio

<https://promot.io>

An online platform to enable game developers to send and manage their game keys to aid in marketing efforts with game reviewers and influencers. Built for a LAMP stack, the frontend was developed using Vue.js and is distributed via CDN. The backend REST API was built in PHP and MySQL. Scalability is improved via a Redis cache and an Nginx server directing to the API servers which scale horizontally. Full integration testing is built for the API.

### Slider Quest

<https://sliderquest.com>

A free browser-based game written in native JavaScript and jQuery. It's not incredibly technically advanced or groundbreaking in any way, but the architecture is well structured and the code is clean and well written. It was one of my favourite hobby projects.

### AMZ2BTC

A website and service that allowed users to use their leftover Amazon.com credit balance to buy Bitcoin safely and securely. The service created custom tailored processes for each user and at its peak was processing several hundred orders per day. It was built on Node.js and Selenium.

## Education:

DigiPen Institute of Technology

Bachelor of Science: Real-Time Interactive Simulation (Computer Science)

California Polytechnic State University – San Luis Obispo

Bachelor of Science: Computer Engineering